URIDIUM, ZZAP SIZZLER
Ultra high speed, ultra smooth arcade game

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PARADROID, ZZAP GOLD MEDAL
New ultra smooth, mega-fast version

URIDIUM

for the Commodore 64 and 128
(joystick only)

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around each of fifteen planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought seeks out a different metal for its metal convertor.

Your Manta class Space Fighter will be transported to each planet in turn and it is your task to destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then you must neutralise the majority of surface defences before you land on the Super-Dreadnought's master runway. Once on board you must pull as many fuel rods as possible from the metal converters before you take off for a final strafing run as the Dreadnought vapourises into the ether.

Loading the Tape
Plug your joystick into either port and press shift and run/stop together. Make sure the shift lock key is not depressed. Insert the rewound tape into your cassette player and press play. The game will turbo-load in about 3 minutes. Press fire to begin.

Play Sequence
Your fighter reverses out of the interplanetary transporter and deploys on a low-level strafing run. You must avoid the meteor shields and communications aerials on the Dreadnought's surface.

The fighter defences deploy in waves. A bonus is awarded after landing if all ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.

Destroying a Super-Dreadnought
When the "Land Now" message appears move as soon as possible to the right hand end of the Super-Dreadnought and fly flat over the end of the master runway from left to right. You will land and pass into the fuel rod chamber. Here you must select your bonus or "Quit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off reverse and strafe any remaining surface targets as the Super-Dreadnought vapourises.

Your Manta Class Fighter
Joystick up/down sets the position above the Super-Dreadnought, joystick left/right controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines.

Your Manta performs a 90 degree roll if you press and hold fire whilst moving the joystick up or down. This will enable you to manoeuvre through restricted spaces.

Score Table

Small explodable surface feature	10
Large explodable surface feature	25
Enemy ship on runway	100
Enemy fighter	100-1000
Wave annihilation bonus	100 per wave

A bonus Manta is awarded every 10,000 points.

Game Options
During the titles sequence you may select:

f1 – One player, one joystick, either port

f2 – Two players sharing one joystick, either port

f3 – Two players, two joysticks

f5 – Increase music volume

f6 – Decrease music volume

f7 – Colour mode

f8 – Monochrome mode

During play:

Run/stop – Pause game, press fire or run/stop to restart.
After run/stop press clr/home to abandon game.

Credits
Uridium designed and programmed by Andrew Braybrook

Music written and programmed by Steve Turner

Published by Hewson Consultants Ltd

Name created by Robert 'I thought it really existed' Orchard

Technical Data
Fifty cycles per second scrolling to single pixel resolution

Three voice music and sound effects

Hardware and softwear sprites

See over for Paradroid instructions

Paradroid

for the Commodore 64 and 128

(joystick only)

It is reported that the Droid crew of a galactic space freighter have turned against their masters. A Droid 'Influence Device' has been beamed aboard the freighter and you have been ordered to use it to destroy the mutinous crew.

With the Influence Device you can shoot or ram Droids or transfer temporarily to an individual Droid and direct its energy and armaments. Occasionally the presence of your Influence Device may sufficiently disturb groups of Droids to cause them to attack one another.

The power of a Droid is reflected in its group serial number. The higher the number the greater the power. The Influence Device is numbered 001 reflecting its very low power. If it is destroyed you lose the game.

Loading the Tape

Plug your joystick into Port 2 and press shift and run/stop together. Make sure the shift lock key is not depressed. Insert the rewound tape into your cassette player and press play. The game will turbo load in under two minutes. Press fire to begin.

Weapon Systems

The Influence Device fires low power twin lasers. Lower classes of Droids have no additional weapons but the higher classes have single or twin high power lasers. Two types of Battle Droid are fitted with Disrupters which damage all Droids in the vicinity when fired.

To fire without moving fast, enter laser mode by firing a shot in any direction and keep the button pressed so that you remain white. Leave the joystick centred. The gun cannot fire, but will not be discharged. At the required moment, jab the joystick in the required direction to fire.

Similarly you can fire behind you whilst running away by pressing the button down and quickly jerking the joystick backwards, your momentum will keep you moving forwards.

Transferring to a Droid

Decide on your target Droid, centre your joystick and hold down the fire button. Your screen representation will change colour. Continue to hold fire and ram the target.

To transfer you must gain control of the micro-circuit of your target by using your Pulsers to set at least 7 of the 12 rectangles on the central bar to your colour. You have a few seconds to move your joystick Left or Right to select which side of the circuit to use. Your target uses the opposite side to fight back.

Move your Pulsers up and down the wires and activate them using the fire button. Try to avoid **Terminators, Joiners** and **Colour Switchers**. Aim instead for **Splitters** and **Auto-pulsers**.

Transfer will result in the destruction of your current host. If unsuccessful, you return to the 001 Influence Device, unless you had no host in which case you lose the game.

Changing Decks

Find a lift shown as a coloured circle on the deck. Hold fire to select the ship side view and then move Up or Down. Press fire to leave.

Console Access

Find a console and hold fire. Use Up/Down to move to an option and press fire to select it:

Your robot symbol	– Return to game
Query robot	– Gain access to Droid Data Library
Deck Plan	– View entire deck plan
Side View	– View side elevation of ship

Droid Data Library

There are 24 different Droid types grouped into 9 classes on the ship and you may view data about any that are of lower rank than your current host. Use Up or Down to view each Droid in sequence. For further information on a particular type use Left or Right.

Small Scale Deck Plans

This screen shows the whole of the current deck and your position on it. Lifts, consoles and energise points are all shown.

Energy Status

Your energy status is shown by your rotation speed. When it falls low your symbol starts to flash and you should then seek to transfer to another Droid. Energy loss due to damage can be restored on an Energiser shown by flashing lights on the deck but your score falls whilst you do so.

Alert Status

The alert status is shown on most decks and is normally green. If you destroy Droids quickly the status rises and you score more quickly.

Power Down

When the last Droid on a deck is eliminated the ship's computer shuts down the deck lights and you score bonus points.

Scoring

Ramming	10 × Droid class (1 to 8) 100 (class 9 only)
Shooting/ Transferring	25 × Droid class (1 to 8) 250 (class 9 only)
Yellow/Amber/Red alert	5/10/25 points per second
Deck/Ship clearance bonus	500/2000 points
Transfer failure	−10 × Droid class (1 to 8) −100 (class 9 only)
Energise penalty	−5 points per second

Convenience Keys

During Titles Sequence:

f1 – Colour mode (default)

f2 – Black and white mode

f5 – Increase music volume

f6 – Decrease music volume

After pressing run/stop to pause:

f1 – Colour mode

f2 – Black and white mode

f7 – Animation ceases

f8 – Animation restarts

Clr/Home – abandon game

Run/Stop or Fire – resume game

Pause mode is not selectable during transfer.

See over for Uridium instructions

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Hewson Consultants Ltd, Hewson House, 56B Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX.